

AMENDMENTS TO THE CLAIMS

1. (currently amended): An online organizing method comprising the steps of:

inputting respective personal information each including an organizing request [[from a participant]] in advance into respective terminals to store in the terminals, before the terminals are connected to a network;

when the terminals of the participants are connected to a server through the network, automatically uploading the personal information of the participants to the server to store in the server;

searching through the server the personal information of the participants of the [[a plurality of]] terminals connected to the [[a]] network;

selecting the terminals of the participants, who are compatible with one another, based on the personal information of the participants and the organizing request to organize selected participants; [[and]]

sharing information by the terminals of the organized participants; and

transmitting to the respective terminals control information for carrying out a specific task,

wherein the personal information of the participants includes a purpose for participation in said task and the organizing request includes a desired purpose.

2. (original): An online organizing method according to claim 1, wherein for collecting on line the information for the organization from the terminals connected to the network, the participants input information by selecting items displayed on the screens to input the information.

3. (currently amended): An online organizing method comprising the steps of:

inputting respective personal information each including an organizing request [[from a participant]] in advance into respective terminals to store in the terminals, before the terminals are connected to a network;

when the terminals of the participants are connected to a server through the network, automatically uploading the personal information of the participants to the server to store in the server;

searching through the server the personal information of the participants of [[a plurality of]] the terminals connected to the [[a]] network;

selecting the terminals of the participants, who are compatible with one another, based on the personal information of the participants and the organizing request to organize the selected participants;

sharing information by the terminals of the organized participants; and

transmitting control information for starting a program to be carried out on the terminals from an intervening stage of the program,

wherein the personal information of the participants includes a purpose for participation in said program and the organizing request includes a desired purpose.

4. (original): An online organizing method according to claim 3, wherein said program is an online game, and said intervening stage is one of stages of the online game.

5. (currently amended): A server comprising:
organizing means for, based on personal information of participants of a plurality of terminals connected to a network and an organizing request from at least one of the participants, selecting the terminals of the participants, who are compatible with one another, to organize the selected participants, said personal information including a participant purpose and the organizing request includes a desired purpose; and

information sharing means for interconnecting the terminals of the organized participants to share information,

wherein the personal information of participants are previously input into the terminals by the participants and stored in the terminals, before the terminals are connected to a network.

when the terminals of the participants are connected to a server through the network, the personal information of the participants are automatically uploaded to the server to store in the server.

6. (original): A server according to claim 5, wherein
said participants organized by the organizing means are supplied as they
are to said information sharing means.

7. (original): A server according to claim 5, wherein
said server transmits control information for carrying out a specific task to
the terminals of the participants organized by the organizing means.

8. (original): A server according to claim 7, wherein
said specific task is a task for starting a program to be carried out on said
plurality of terminals from an intervening stage of the program.

9. (original): A server according to claim 8, wherein
said program is an online game, and said intervening stage is one of
stages of the online game.

10. (original): A terminal device to be connected to the server according to claim 5, comprising:

external memory means for storing personal information of a participant, when the terminal device is connected to the server, the personal information stored in the external memory means is uploaded to the server.

11. (original): An external memory means provided in the terminal device according to claim 10 and storing the personal information of the users.

12. (currently amended): A terminal device for a network system in which a plurality of the terminal devices are connected to a server,

said terminal device transmitting personal information of a user to the server; sharing information through the server among the rest terminal devices organized by the server; and cooperating with the rest terminal devices to carry out a specific task,

wherein the personal information includes a user purpose for the task,
wherein the personal information of participants are previously input into said terminal devices by the participants and stored in said terminal devices, said terminal devices automatically transmitting the stored personal information when said terminal devices are connected to the network.

13. (original): A terminal device according to claim 12, wherein said specific task is a task for starting a program to be carried out by said plurality of the terminal devices from an intervening stage of the program.

14. (original): A terminal device according to claim 13, wherein said program is an online game, and said intervening stage is one of stages of the online game.

15. (currently amended): A task carrying out method in which terminal devices connected to a server, comprising the steps of:

transmitting personal information of the users of the terminal devices to the server;

sharing information through the server among the rest terminal devices organized by the server; and

cooperating with the rest terminal devices to carry out a specific task wherein the personal information includes a user purpose for the task and said transmitting step occurs in response to a user request that includes a desired purpose,

wherein the personal information of participants are previously input into said terminal devices by the participants and stored in said terminal devices, said

terminal devices automatically transmitting the stored personal information when said terminal devices are connected to the network.

16. (currently amended): A computer readable storage medium storing a program for a server, said program for operating the server to perform an organizing method, said method comprising the steps of:

inputting an organizing request from a participant;

searching personal information of the participants of a plurality of terminals connected to a network;

selecting the terminals of the participants, who are compatible with one another, based on the personal information of the participants and the organizing request;

sharing information among the terminals of the organized participants; and

transmitting control information for carrying out a specific task,

wherein the personal information includes a user purpose for the task and said transmitting step occurs in response to a user request that includes a desired purpose.

17. (previously presented): A computer readable storage medium storing a program for a terminal device, said program for operating the device to perform an organizing method, said method comprising the steps of:

transmitting to a server personal information of users based on a user request;

sharing information through the server among the rest terminal devices organized by the server; and

cooperating with the rest terminal devices to carry out a specific task

wherein the personal information includes a user purpose for the task.

18-24. (canceled)

25. (new): A game task execution management method executable on a server with which a plurality of terminals are connectable via a network system, said method comprising the steps of:

receiving and registering on a data base of the server information which is sent from said terminals via the network in response to players' operations on the terminals, respectively, said information including plural items which the players want to register on the server;

receiving, from said terminals in response to the players' operation via the network, requests for team organization, each of said requests including a certain item

with which the player desires to participate in a team for performing a common task in corporation with other players on a network game;

searching players registered in the data base including the certain item in the request and organizing a team of players having the common certain item or adding the player to an existing team of players having the common certain item;

sending control-information necessary for executing said common task to all of the terminals under control of the players organized as the team, so that all of the players of the team have the common control information for executing said common task on the respective terminals; and

allowing the players of the team to execute said common task of the game on the respective terminals in corporation with each other while connected to the server via the network.

26. (new): A game task execution management method of claim 25, wherein said certain item is an objective in said common task.